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Diary Of A Web Front-End Developer In Full AR Era

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Chapter 1 by Misuprico

2026/3/6 Friday Rain

Finally weekend! What shall I put on this week's blog update? Nothing is really special this week though, just working down the issue list. Maybe I can write about the article about history of web development I read in commute.

According to that article, it's only ten years since the first generation of full AR products emerged. Umm... no, actually HoloLens was announced a year earlier in 2015, but I guess that's a minor issue. Things really have changed a lot, as if to prove Moore's law. I still could remember how surprised I was watching Magic Leap's demo.

Now they are the norm. Ha, the old days of screens, I wrote most of my Master's project with a Lenovo Thinkpad, with a 15in screen. OSes were sporting workspaces and overviews as features. They come for free once AR takes over the UI layer.

Development has changed vastly as well. Manually written test cases are replaced by generated ones from design documents. RESTful APIs are now Observable APIs. But technical stuff aside, what's surprising is I don't write "responsive" code any more, considering it was all the fuzz about. It's natural, though, since there are no dimension constraints to respond to. I just open a proper sized canvas.

Skeuomorphic designs are back to some degree, such as more pagified articles for the

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